ART 265 Ceramics Sculpture I (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of ‘C’ in ART 102 or 104 or 105, and ART 135
Transfer acceptance: CSU, UC
Creative projects and experimentation using clay as the primary material for non-utilitarian expressive forms.

ART 266 Ceramics Sculpture II (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of ‘C’ in ART 102 or 104 or 105, and ART 135
Transfer acceptance: CSU, UC
Advanced problems in creative and experimental uses of clay for non-utilitarian expressive forms.

ART 270 Jewelry and Metal Smithing Design III (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of ‘C’ in ART 151
Transfer acceptance: CSU
Continued exploration of the manipulation of metal. Advanced projects in jewelry and metalsmithing.

ART 275 Stained Glass II (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of ‘C’ in ART 155
Transfer acceptance: CSU
Creative expression in flat glass. Emphasis on architectural and fine arts applications of the medium. Painting, enameling, and etching techniques will be explored in depth.

ART 278 Glass Casting II (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: ART 156
Transfer acceptance: CSU; UC
Intermediate level course provides students with a deeper understanding of glass casting and kiln forming processes. Builds knowledge and techniques to develop individual artistic sensibilities with kiln glass.

ART 280 Glassblowing/Glass Forming II (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of ‘C’ in ART 160
Transfer acceptance: CSU
Intermediate level creative exploration and research in fine art applications of hot and cold glass forming techniques.

ART 290 Glassblowing/Glass Forming III (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: ART 280
Transfer acceptance: CSU
An advanced level course exploring creative applications of glass as a professional practice. Emphasis is placed on honing skills and techniques for producing one-of-a-kind objects and production processes. Through hands-on experience, students will gain a deeper understanding of glassblowing and cold glass forming processes for developing unique vessels and sculpture. Provides information on presentation and documentation of glass art relevant to building a portfolio.

ART 295 Directed Study in Art (1, 2, 3)
3, 6, or 9 hours laboratory
Prerequisite: A minimum grade of ‘C’ in 18 units of college-level art including ART 102, 104 or 105, 165, and 166, and instructor’s approval of proposed project or research
Transfer acceptance: CSU; UC - Credit determined by UC upon review of course syllabus
Independent study for advanced students dealing with projects or research in areas not covered by regular classes. Students will work under the guidance of an instructor.

ART 296 Special Projects (1, 2, 3)
2, 4, or 6 hours laboratory
Prerequisite: A minimum grade of ‘B’ in 6 units of college-level course work in a specialized area of art, and instructor’s approval of the proposed project
Transfer acceptance: CSU; UC - Credit determined by UC upon review of course syllabus
A course for the student who has demonstrated a proficiency in art and wishes to work beyond existing classes or desires to pursue a project which does not fit into the context of existing classes. Students will work directly with an instructor.

**Art - Design (ARTD)**

Contact the Art Department for further information.
(760) 744-1150, ext. 2302
Office: D-14

**Associate in Science Degrees -**
AS Degree requirements are listed in Section 6 (green pages).
• Graphic Design

**PROGRAM OF STUDY**

**Graphic Design**
Prepares students in basic skills necessary to prepare a portfolio for application to Graphic Design, Environmental Design, and Packaging Design programs at 4 year schools. In addition, develops creative design ability and conceptual skills in the printed media, motion graphics, and web design.

**A.S. DEGREE MAJOR**

**Program Requirements**

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**TOTAL UNITS**
36 - 37

Graphic Design A.S. Degree Major is also listed in Art.
ARTD 150  Digital Concepts and Techniques in Art  (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of ‘C’ in ARTD 100
Transfer acceptability: CSU; UC
An overview of vector based and pixel based computer applications, and how
they are used in a creative environment. Understanding of the underlying logic of
computer software will be taught with an emphasis on the role of the computer
in all forms of modern art-making. Students will learn how to use the computer as
a tool effectively while developing their own method of creating digital artwork.
Cross-platform issues will be addressed, as well as file preparation for various
output media.

ARTD 200  Graphic Design II – Lettering and Layout  (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: ARTD 150
Recommended preparation: ARTD 100
Transfer acceptability: CSU
The study of the historical roots and nomenclature of lettering forms and the
development of grid systems to aid in the development of successful layout
designs. Design and assembly utilizing both hand skills and computer software
will be taught.

ARTD 210  Typography Design  (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: ARTD 150
Recommended preparation: ARTD 100
Transfer acceptability: CSU
Introduction to the historical roots and contemporary technology of typography.
Provides a critical analysis of technical processes and elements through assign-
ments that define its symbolic and communicative aspects.

ARTD 220  Motion Design  (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
An introduction to the concepts and techniques of animation and multimedia for
personal computers using After Effects. Emphasis will be placed on the role of
the artist in the development process and as a key link in determining the success-
of the final project.

Art - Illustration (ARTI)

Contact the Art Department for further information.
(760) 744-1150, ext. 2302
Office: D-14

Associate in Science Degrees -
AS Degree requirements are listed in Section 6 (green pages).
• Illustration

PROGRAMS OF STUDY

Illustration
Provides students with specific skills necessary to prepare a portfolio for ap-
lication to illustration programs at 4-year schools. In addition develops creative
conceptual and illustrative skills for use in advertising and story illustration.

A.S. DEGREE MAJOR

Program Requirements  Units
ART 104  Design and Composition  3
ART 120  Foundations of Life Drawing  3
ART 166  History of Art II  3
ART 200  Color Theory  3
ARTD 150  Digital Concepts and Techniques in Art  3
ARTD 220  Motion Design  3
ARTI 100  Concept Sketching  3
ARTI 210  Illustration I  3
ARTI 220  Illustration II, Digital Techniques  3
ARTI 246  Digital 3D Design and Modeling  3
Final Art Portfolio Review  0
Electives (Select 3 units)
ART 121  Intermediate Life Drawing  3
ART 125  Introduction to Portraiture  3
ART 235  Watercolor Painting I  3
ARTD 100  Graphic Design 3
ARTI 247  Digital 3D Design and Animation  3
BMGT 105  Small Business Management  3

TOTAL UNITS 36

Illustration A.S. Degree Major is also listed in ART.

COURSE OFFERINGS

Individual courses are not repeatable. State Regulations (Title 5, Sections 55040-
55041) also limit the number of times a student may take courses with related
content and similar primary educational activities. Therefore, some combinations
of course work in Art – Illustration have limitations on the number of times a
student may enroll. Specific information about enrollment limitations for Art –
Illustration classes is available at
http://www.palomar.edu/schedule/restrictions.htm

ARTI 100  Concept Sketching  (3)
1½ hours lecture - 4½ hours laboratory
Transfer acceptability: CSU
Visual concept development through dynamic sketching, ranging from prepara-
tory to presentation drawings. Included is the study of perspective and drawing
of mechanical and natural forms and environments by the use of line and value.
Emphasis is placed on the progressive development of visual ideas.

ARTI 210  Illustration I - Rendering Techniques  (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of ‘C’ in ARTI 100
Transfer acceptability: CSU
Content reflects the types of assignments an illustrator may encounter in the
industry, using a variety of traditional media and techniques. Contemporary prin-
ciples of concept development and problem solving will be explored, using styl-
ization, design, composition and color as methods of communication. Accurate
analysis, historical reference, oral and graphic presentation of ideas, sketches and
finished art will be stressed.

ARTI 220  Illustration II – Digital Techniques  (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of ‘C’ in ARTI 210
Transfer acceptability: CSU
A course for advanced illustration students that focuses on creating non-tradi-
tional professional level commercial artwork. Media experimentation, and com-
bination of traditional methods with digital applications is used to create finished
pieces that are conceptually and visually interesting and strong. Students are
encouraged to develop and strengthen personal and distinctive approaches to
Illustration. Portfolio preparation for admission to high quality 4-year art and
design programs, or for entry into to the work force will be examined and ap-
plicated. Students will also gain insight into self-promotion and marketing strategies.
Contracts, self-employment issues and billing procedures will be explained.

ARTI 230  Illustration III – Experimental Techniques  (3)
1½ hours lecture - 4½ hours laboratory
Prerequisite: A minimum grade of ‘C’ in ARTI 220
Transfer acceptability: CSU
Course work will reflect advanced illustration concepts, conceptually and techni-
cally. Students will combine experimental traditional and digital techniques to
create projects that reflect a professional level of finish and format. Projects will
focus on conceptual content and process, and represent a range of possible indus-
try application, such as entertainment design, editorial illustration and illustrations
for an interactive environment.